

LOADING INSTRUCTIONS

SPECTRUM:

48K; Rewind the tape to the beginning of side A. Type **LOAD** " " and press **ENTER**. The game should load automatically. Please follow all on screen prompts.

128K; Rewind the tape to the beginning of side A. Select **LOADER** option from the menu. The game should load automatically. Please follow all on screen prompts.

AMSTRAD CPC:

CPC 464; Rewind the tape to the beginning of side A. Hold down **CTRL** and tap the small **ENTER** key. The game should load automatically. Please follow all on screen prompts.

CPC 664/6128; Rewind the tape to the beginning of side A. Type **I** (shifted **@**) **TAPE (ENTER)**, then type **RUN** " " (**ENTER**). The game should load automatically. Please follow all on screen prompts.

COMMODORE C64/128

C64; Rewind the tape to the beginning of side A. Hold down **SHIFT** and tap the small **RUN/STOP** key. The game should load automatically. Please follow all on screen prompts.

C128; Rewind the tape to the beginning of side A. Ensure the machine is in **64K** mode. Hold down **SHIFT** and tap the small **RUN/STOP** key. The game should load automatically. Please follow all on screen prompts.

THE GAME

A menu appears on the screen from which you have to decide how to play the game. For example, whether you're playing with a joystick or keyboard (and with which keys), whether you're playing alone or with two or three players, which event you want to begin with, etc.

Playing with the joystick : To select the symbols from the menu, move the joystick in the desired direction and confirm by pressing the FIRE button.

Playing with the keyboard : To select the symbols from the menu, use the cursor keys and confirm by pressing the space-bar. If you want to redefine the keys, click on the first symbol at the top of the screen.

Number of players : Select the number of players by clicking on the different symbols. Click on the one on the right where you can see 3 skiers if you're playing with three people, or in the middle if playing with two and on the left if playing alone.

NB : The different player's must play one after the other.

Then type your name.

The All-Round Test : If you choose the all-round test, you will take part in three events one after the other (jumping, freestyle, and slalom)

The three separate events : You will only choose to do the jumping, the freestyle or the slalom.

Next to these events, you can see the symbols which represent podiums. They will give you the best score recorded for each event.

1. THE JUMP

This event is divided into two parts :—

Approaching the ski-jump

The only command needed is acceleration (→).

— The jump itself

: Use the directions \leftarrow and \rightarrow to balance the jump.

NB: You have three attempts. The best will be taken into account on the score table.

2. FREESTYLE

This event takes place on two courses, each being 20 seconds long. You have to reach a maximum score by doing the different movements one after the other.

These movements can be made in the centre of the wake or on waves made by the boat. To move the skier sideways, use the keys \leftarrow and \rightarrow

The movements are obtained by pressing the FIRE button and a direction key or the space-bar and a direction key (or the keys that you redefined).

Make sure the fire button or space-bar are held down whilst the choice of direction is being made.

Movements in the middle of the wake :



Movements on the waves :



NB : With the keyboard you can obtain the diagonal directions by pressing two keys at the same time.

Explanation of the freestyle movements :

90° is a side-slip, 180° is a half-turn, 360° is

a complete turn and 540° is one and a half turns. Some of these movements can be done using the STEP method. That means that the skier puts his leg over the traction rope whilst rotating.

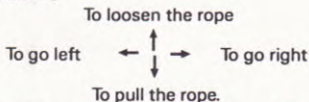
3. THE SLALOM

This event takes place in a vast stretch of water. You have to slalom between six buoys from left to right.

NB : You have to go between the first two buoys (they call this a gate), and above all, between the last two at the end of the course. The buoys are very easy to recognise because they are close together. As you go along, you will restart the course with a shorter rope.

To begin press DEL.

COMMANDS



NB : Any time you want to return to the menu, press ESC.

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PLAYERS PREMIER SOFTWARE

		SPEC	AMST	C64	C16	MSX	XL/XE	BBC/EL
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PLAYERS '90 SOFTWARE

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MACADAM BUMPER	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		
SPACE ACE	2.99	soon	soon	soon				
TOURNAMENT OF DEATH	2.99	soon	soon	soon				

All the titles listed should be available from your local stockist. However, if you are unable to obtain any specific Players title you may order them direct. Please send your order to:
 Belinda, The Mail Order Dept. 6 Mercury House, Calve Park, Aldermaston, Berks. RG7 4QW
 Dear Belinda please send me the games I have indicated. I have enclosed a cheque/postal order for;

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Eagles Nest	£1.99	□	□	□				
Joe Blade	£1.99	□*	□	□		□	□	□
Joe Blade II	£1.99	□*	□	□	□		□	□
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Magic Maths	£1.99		□					
Metal Army	£1.99	□	□					
Power Play	£1.99	□	□	□				
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* not +2a compatible

**PLAYERS SOFTWARE, Mercury House, Calleva Park,
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